

- Please write all the Haskell code into a single .hs-file and upload it in OLAT.
- You can use the template .hs-file that is provided on the proseminar page.
- Your .hs-file should be compilable with ghci.
- Don't forget to mark your completed exercises in OLAT.

**Exercise 5.1**     *Functional decomposition, Recursion, Character Strings*     **4 p.**

This exercise is about manipulating character strings (type `String` in Haskell). To solve the following subitems, the only built-in functions you may use are `++` (to append two strings), `null` (to check whether a string is empty), `head` (to obtain the first character of a non-empty string), and `tail` (to obtain everything except for the first character of a non-empty string).

1. Implement a function `samePrefix :: String -> String` that, given an input string, returns its longest prefix consisting of the same character. For example:

```
samePrefix "" == ""
samePrefix "abc" == "a"
samePrefix "aaah!" == "aaa"
```

Hint: Use `[c]` to turn a single character `c` into a string. (1 point)

2. Implement a function `dropSamePrefix :: String -> String` that, given a string, returns the result of removing the longest prefix consisting of the same character. A correct implementation should satisfy the equation `samePrefix s ++ dropSamePrefix s == s` for arbitrary strings `s`. (1 point)
3. Implement a function `reverseString :: String -> String` that reverses a string, using `samePrefix` and `dropSamePrefix` from above. For example:  
`reverseString "Hello World!" == "!dlroW olleH"` (2 points)

**Exercise 5.2**     *Arbitrary Precision Natural Numbers*     **6 p.**

This exercise is about implementing arbitrary precision (non-negative) integers using strings. We represent numbers by strings of digits in reverse order, for example, 10 is represented by "01", 199 by "991", etc.

To solve the following subitems you may use `:`, `++`, `null`, `head`, and `tail`. Here, `:` is a binary operation of type `Char -> String -> String` that adds a character in front of a string, and the `Char`-type can be seen as an enumeration-type with constructors such as `'a'`, `'b'`, `'A'`, `'0'`, `'1'`, `...`. For instance, `'6' : "234" = "6234"`.

1. Implement two functions `fromInteger :: Integer -> String` and `toInteger :: String -> Integer` that translate between Haskell integers and our String representation (for the sake of functional decomposition you should first implement `fromDigit :: Integer -> Char` and `toDigit :: Char -> Integer` that translate between digits and characters). For example:

```
fromInteger 19 == "91"
toInteger "24" == 42
```

(2 points)

In the remainder you are not allowed to use `fromInteger` and `toInteger` to perform computations on integers and then translate into strings. Instead you should work directly on strings.

2. Implement a function `add :: String -> String -> String` that performs addition on arbitrary precision numbers (build on top of `addDigits :: Char -> Char -> String`, adding two digits; you are only allowed to use `+` `:: Integer -> Integer -> Integer` on digits). For example:
- ```
"99" `add` "104" == "203"
```
- (2 points)

3. Implement a function `pred :: String -> String` that computes the predecessor of an arbitrary precision number (that is, subtract 1 from the number, but do not go below 0; you are only allowed to use `-` `:: Integer -> Integer -> Integer` on digits). For example:
- ```
pred "0" == "0"
pred "001" == "99"
```
- (2 points)

Hint: Start your Haskell script by `import Prelude hiding (fromInteger, toInteger, pred)` to hide the built-in functions that share names with the functions in this exercise.